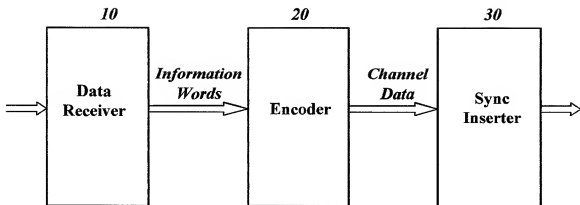


FIG. 1



Conventional Art

FIG. 2

One ECC Block (32KB = 16 Sectors X 2KB)

	Frame 1		Frame 2	
<i>Sector 1</i>	Frame Sync	channel data	Frame Sync	channel data
<i>Sector 2</i>	Frame Sync	channel data	Frame Sync	channel data
<i>Sector 3</i>	Frame Sync	channel data	Frame Sync	channel data
<i>Sector 4</i>	Frame Sync	channel data	Frame Sync	channel data
.....
<i>Sector 16</i>	Frame Sync	channel data	Frame Sync	channel data

Inserted Sync Patterns

1 Sector = (1 Frame Sync + Channel Data) x 26

Frame sync = 32 bits

Conventional Art

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FIG. 3

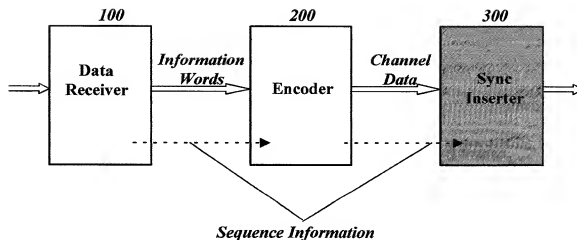


FIG. 4

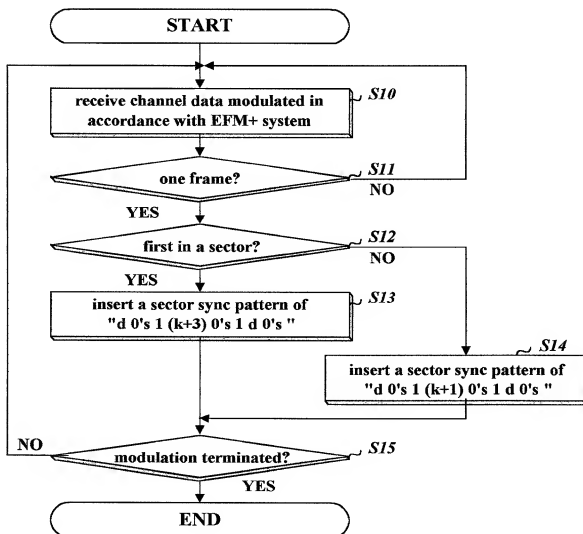
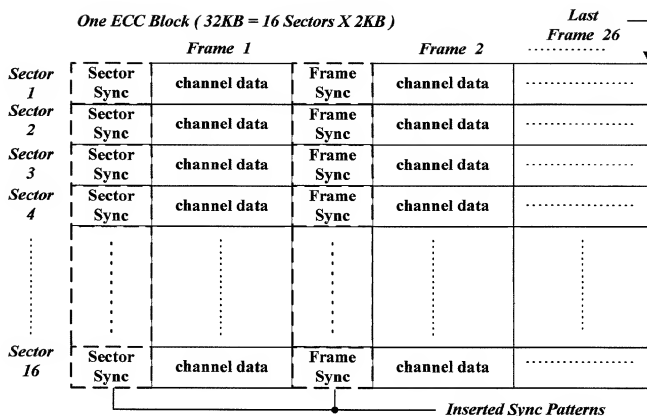


FIG. 5

One ECC Block (32KB = 16 Sectors X 2KB)



1 Sector = (1 Sector Sync + Channel Data) + (1 Frame Sync + Channel Data) x 25

Sector Sync : d 0's 1 (k+3) 0's 1 d 0's --- (k+2d+5 bits)

Frame Sync : d 0's 1 (k+1) 0's 1 d 0's --- (k+2d+3 bits)